



**ocean**

THE  
BRAND  
NAME  
IN  
ENTERTAINMENT  
SOFTWARE



chart-topping games for the most popular home-micros focusing on the Amiga

and across the full ranges of Spectrums, Commodores and Amstrads and even catering for business machines such as IBM PC.



Whether it's action from the arcades or original concept games, Ocean bring

the micros alive with state-of-the-art graphics and programming that is second to none in the world of computer entertainment.

Autumn '83

# Ocean



Ocean has become the brand name in software publishing due to the skills and

resources in an extensive in-house programming department, backing first class products with sophisticated media advertising, full retail support systems and point of sale information.



ioneers in character merchandising and game-licensing. Ocean lead the field

with original and innovative ideas, to produce outstanding software with guaranteed success for the retailer and a best buy for the customer.

Arcade Action

# COMBAT GUMOBI SCHOOL



Without a doubt, this multi-level conversion of the Konami arcade smash hit will be your Christmas number one.

Score	Player
1000000000	Player 1
999999999	Player 2
999999998	Player 3
999999997	Player 4
999999996	Player 5



You may have seen 'em... well now you can play 'em... From Denton Design comes a gross rein-carnation of those freaky head bangers. With really spooky graphics and a game play that will split your sides—Mad Balls is micro-mania! Just look whose featured in the craziest game on Earth:—

DUST BRAIN  
FREAKY FULL BACK  
FIST FACE  
SLOBULUS  
SCREAMIN' MEEMIE  
and more, much,  
much more!



You gotta have Balls  
to be Mad!

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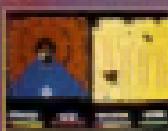
Original  
Source of

# PLATOON

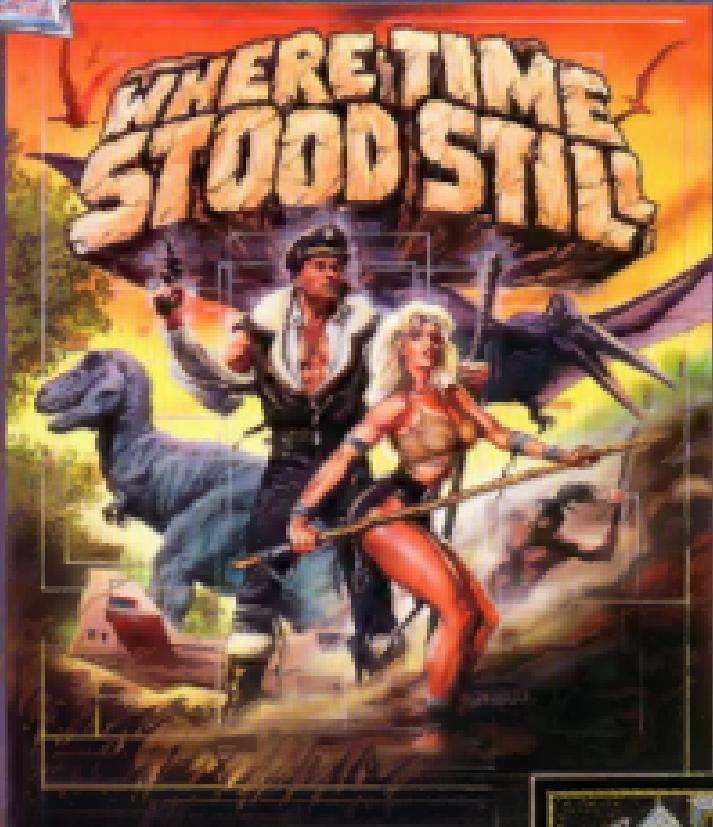


**A** totally original, action packed war game based on the box office smash hit. The tension is almost unbearable as you lead your men through the jungles of Vietnam riddled with ambushes and booby traps. Keep your head down and every step silent as you approach a small village where the snipers just await your arrival. Explore quickly to find a secret tunnel—it's dark and waterlogged—a death trap for the fearless—enemies emerge from the muddy water. Outside again, and it's dark . . . your short supply of flares will light the threatening sky—use them sparingly as you approach the final bunker which could signal your last attack.

Platoon—a six part war thriller with stunning effects and breath-taking graphics.



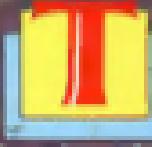
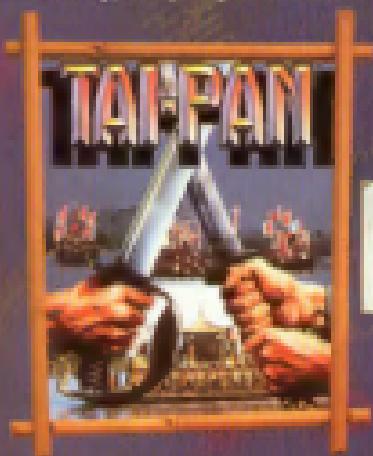
Original  
Concept



**Y**ou've ditched your plane, you're alive, but where are you? . . . where are you? You'll soon get some idea when you find yourself fighting for your life against the mighty *tyranosaurus*.. Learn to survive in a world that has never seen man, a world that is millions of years younger than today! A unique experience from Denton Design.



Now from the author of top seller SHOGUN, James Clavell, comes TAI PAN and a terrific computer game simulation packed with action and stunning graphics. TAI PAN is the exciting story of a man and an island. Become Dirk Struan—a pirate, a smuggler, a manipulator of men achieving riches beyond imagination. Enter a world of blood, sin, treachery, conspiracy and murder—a game of Grand entertainment!



The year is 1841 . . . The traders of Britain, Europe and America are sailing the waters of the east in search of their fortunes.

Twenty years earlier the Emperor of China had decreed that the purchase of China's goods could only be paid with silver bullion. The demand for Tea, Silk and Jade was causing a massive balance of trade deficit almost bankrupting the Trading Nations. Then alone ship "The Vagrant Star" under the instructions of The East India Company sailed to Canton with a cargo of illicit contraband. The Chinese traders bought the cargo and paid for it in silver bullion. A way had been found to reduce the deficit. Over the next twenty years the trade in contraband grew so much that the revenue from its sale outstripped the need for silver bullion to buy legitimate goods. Trade was once more balanced. The independent traders began to amass great fortunes and fleets of ships and the leaders formed their own trading companies and began to monopolise the trade. The Chinese named these men Tai-Pan (Supreme Leaders) and the greatest of these was the Tai-Pan?

Copyright © 1988 James Clavell. All rights a registered trademark. © 1988 by Lucasfilm Ltd. LucasArts

Original  
Concept

**F**

or many years, Wiz and his fantastic cat lived happily in brightly coloured Wizworld. All was not well however as a malevolent force had discovered this vista and intended to stamp out brilliance once and for all.

The evil Zark and his horrible sprites have moved in to eliminate the spectrum and render all landscapes drab and grey.

So jump in your transporter and with the help of your faithful servant Catelie restore Wizworld to its former glory. Special effects, stunning graphics create the mood for a thrilling and compulsive game with hordes of hidden features and extra controls.



## WIZBALL



**J**

ust see what the papers say:  
"Wizball is the finest  
release this year!"

"At last, something to enthuse about... A breath of fresh air... A very individual concept... loads of neat touches... gorgeous animation... I could go on and on... the music and sound effects are great... It's a decidedly professional production, it's style and content placing it head and shoulders above existing software... Wizball is simply brilliant—one of the best presented, most graphically, atmosurally attractive and addictive pieces of software available."

"Wizball is the finest release of this year". The scenario and game design are so original... Playing is a joy... The graphics, sound and general presentation are second to none, and combined with the thoughtful attention to detail and the comprehensive series of game variations, you end up with something rather special. Don't delay, go to your software shop and say "Mr. Retailer, swiftly hand me a copy of Wizball so that I can go home and play it forthwith" "An essential purchase." "A superlative piece of software. Stick it in virtually every aspect, wholly original and immensely playable." ZAPPA

"The sound throughout is great. This is definitely one groovy game... Through imagination has gone into it to make it different and still keep it immensely playable. Graphics are fab!" Australian Action.



Original  
Concept

**F**

rom Denton Design . . .  
comes an original  
game concept:



**F**

lashpoint is not a quest to save the  
universe, or a mission to obliterate  
every living being in sight!  
Flashpoint is a GAME! A game of strategy which  
allows YOU to totally change the environment  
in which to play. A game of lightning action and  
re-action. You decide on your arsenal and its  
deployment.

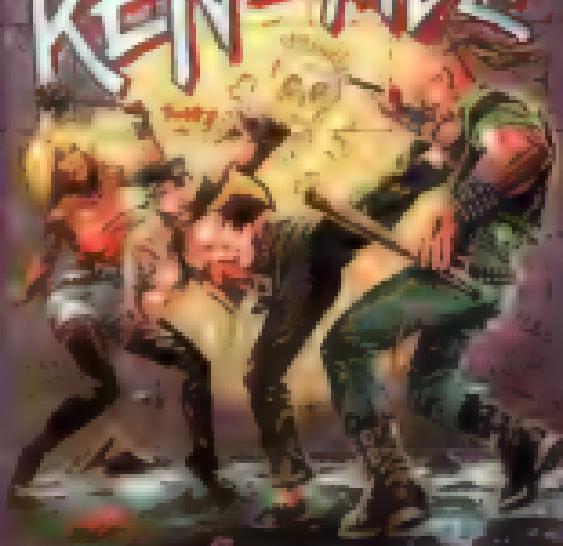
Scan yours and your opponents landscape, and  
FAST to recall at an instant where you have  
placed your pieces . . . call them into immediate  
action . . . position quickly . . . re-deploy . . .  
Faster . . . Scan at speed . . . A new  
strategy . . . **FLASHPOINT!!!**



The  
name  
of the  
Game



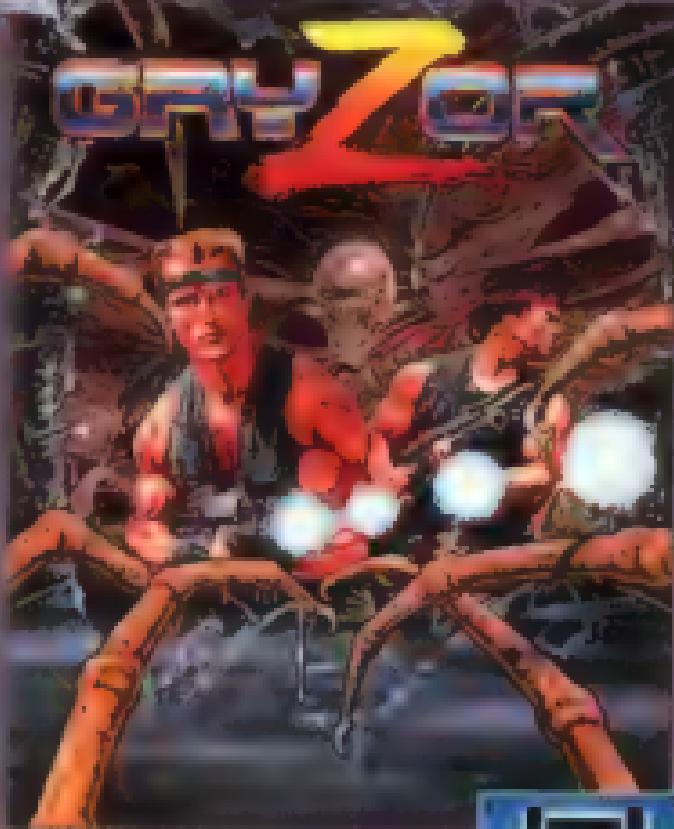
# RENEGADE



In the underground world of the vigilante there is no place for half-baked thoughts — but look sharp — there always seems to be a fight. From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission is to exterminate the only man on Earth who dares to stand up to them — the Renegades. A breathtaking conversion of the arcade hit by Take Two for your home computer. With all the original features, **PLAY RENEGADE!**

**PLAY MEAN!**

Galactic  
Ghosts



Manage the alien Korgil forces  
against the alien human resistance  
game for your home computer.

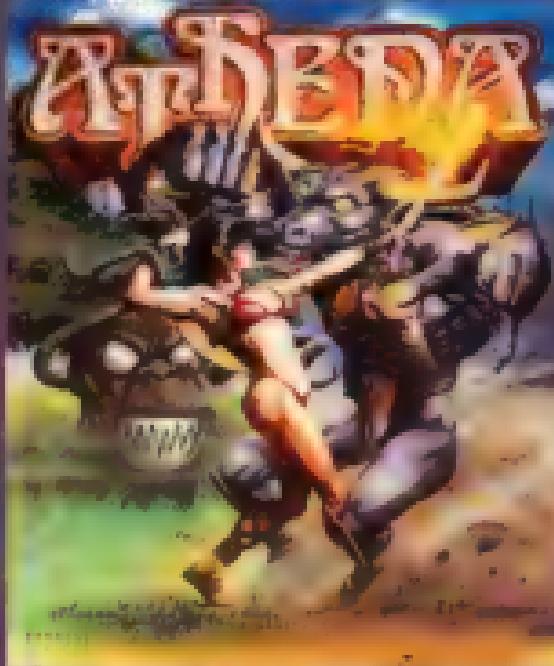
Manage the alien Korgil forces against the alien human resistance game for your home computer. The game is a strategy game where you must defend your base against alien invasions and capture their base.

With several unique features and many new features, it is the ultimate turn-based strategy game of the year. The arcade original





From the arcades —  
a Tigress!



**H**eroes of the Seven Worlds — to enter the last World and slay its evil guardian, but the last World is seven Worlds away on a long and dangerous journey through the Wondrous Forest, Caverns, Sky, Sea, Labyrinth and Hell, each having its own formidable guardian which must be overpowered and defeated. Collect armours and weapons but beware the energizing trapping poison for which only a secret medicine is the cure.

Superb 3D graphics and arcade-style action game play add up to a must-own title for the computer game collector.



© 1994 Interplay Productions, Inc.

16 bit CD-ROM for Windows 3.1

CD-ROM

CD-ROM

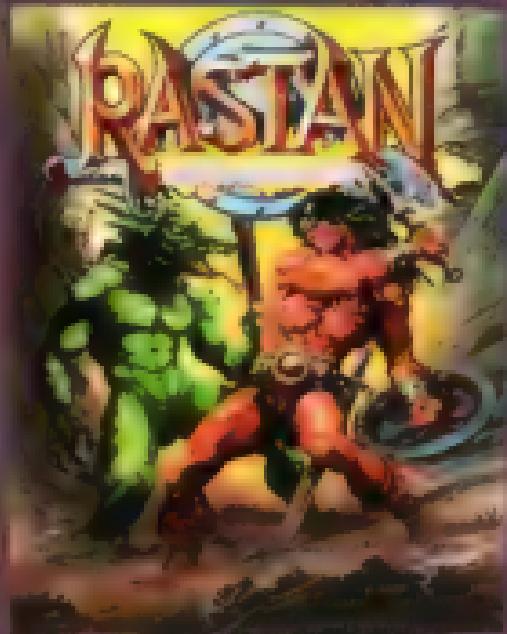




**L**ast year, the first year of the new millennium, the world was a very different place. The Internet was still relatively new, but there was an expectation of further development. Agents, mainly as the opposite of robots, were still and, though not yet, more than just the characters in the most interesting storylines. We should have stayed by the old motto and never opened our mouths, as the internet and the new frontier, though friendly to us, were destined to be treacherous. Then we'd be safe, and the new world would be a better, more peaceful place. We'd be safe, and the new world would be a better, more peaceful place.



and to those produce legends of men who have slain dragons fit in the shadow of the warrior king—RASTAH. Guardians of evil bear his fine-tooth spinning razors, then when he vanishes, quick reflight to go.

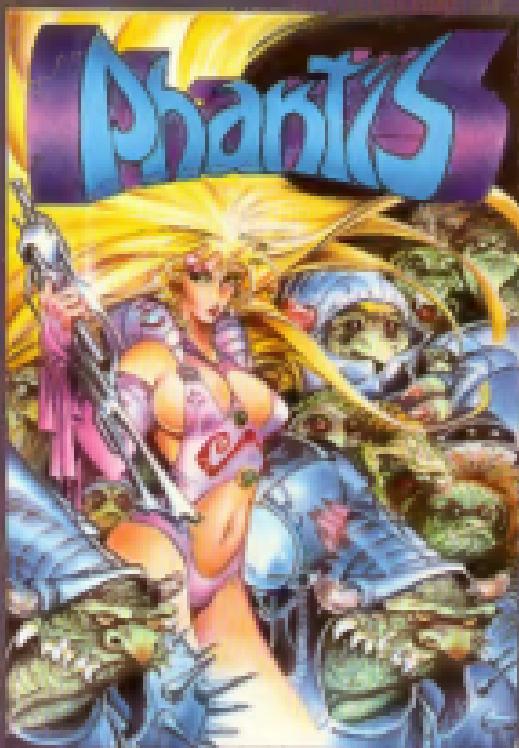


Play out every pose in this like the arcade action to the arcade for your home—micro. You can enjoy supergraphics and realistic action as RASTAH takes on a world of dangers—magical wizards, firebreathing lions, both human and inhuman, the living dead and more. It's more than you can handle.

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RASTAH is a trademark of the RASTAH Corporation. © 1987 RASTAH Corporation. All rights reserved.

Original  
Concept



**A** science fiction fantasy from the Dinamic stable. Two-part game play as you investigate the weird worlds of PHANTYS. Riding creatures you would not dare dream of. The graphics and animation are beautifully constructed to produce an experience that you'd be happy just watching.



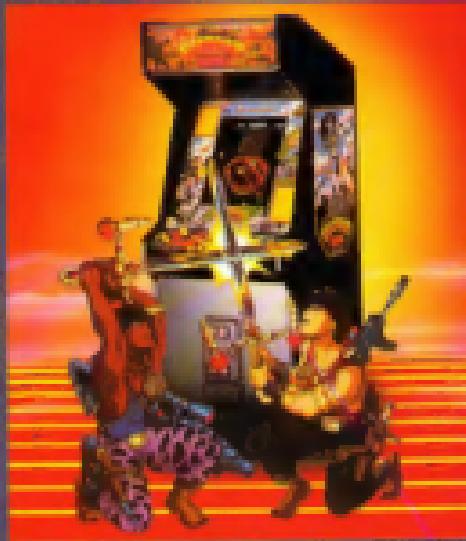
© Game Design Dinamic



You begin this game on the "stairway to heaven" through an Egyptian scenario.

Having survived the bloodsucking monsters of the first phase, you then progress on to the actual Road itself.

This is where the fun really begins. You will meet vampires, two-and three-headed monsters — the head will fly at you on its own, just when you think you are gaining the upper hand.



The road winds on and on, through tombs containing the bones of former seekers after fame and very much alive eldritch horrors.

Trapdoors and elevators transport you — sometimes to your surprise — inside ancient buildings and under lakes and oceans.

Collect coins to build up the firepower necessary to fight off your aggressors.

Action and excitement all the way with this macabre and unusual game, which has that elusive extra something to keep you coming back for more.

# Computer Games

**P**

## Psycho Soldier

Athena isn't finished yet!

PSYCHO SOLDIER, the sequel, is another world. Athena has changed and she has a friend. She is PSYCHO SOLDIER's with a thirst for action and adventure, and when her mission is complete you just won't believe the ending — a surprise you can't afford to miss. A great game, tipped for the top, from the SNK arcade label.

in store see [www.sneakattack.co.uk](http://www.sneakattack.co.uk)

**B**

## Basket Master

A one- or two-player basketball simulation from Dinamic. Great play features with a host of moves available. When you score a basket look-out for the slow motion, close-up, action replay to see exactly how you did it!

**Q**

## Quondam

A unique shoot-em-up takes you and your space ship through a 3D city, solve the puzzle and smash the empire.

**L**

## Amoeba

Start as an Amoeba: evolve and survive in this incredible original game from Denton Design.

**N**

## Army Moves

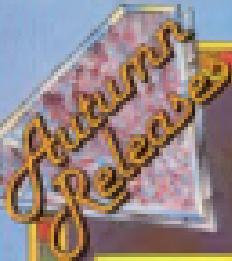
The sequel to the hugely successful Army Moves takes you through dangerous marine environments — mini-tests of endurance and feats of skill and nerve.

**M**

## Match Day II

More... action! More... manoeuvres! Written by Jon Bitman, author of the original No. 1 game, 'Match Day'. Now the higher league game, Match Day II, the penultimate soccer simulation.





	SPECTRUM	COCONUT	MASTERS	ATLAS	ANGA
ARMY MOVES	*	*	*	*	*
ATHENA	*	*	*		
BASKET MASTER	*	*	*		
COMBAT SCHOOL	*	*	*		
ECO				*	*
FLASHPOINT	*	*	*		
FREDDY HARDEST	*	*	*		
GRYZOR	*	*	*		
MAD BALLS	*	*	*		
MATCH DAY II	*	*	*		
PHANTYS	*	*	*		
PLATOON	*	*	*		
PSYCHO SOLDIER	*	*	*		
RASTAN	*	*	*		
RENEGADE	*	*	*		
TAI PAN	*	*	*	*	
VICTORY ROAD	*	*	*		
WHERE TIME STOOD STILL	*	*	*		
WIZBALL	*	*	*	*	*